

K O S - M O S  
生誕20周年記念  
アンソロジー  
[コスモス フックス]

KOS-MOS  
**20<sup>th</sup>**  
ANNIVERSARY

# KOS-MOS FIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]  
2002-2022

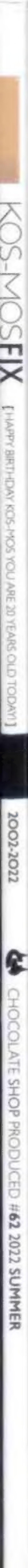




The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.  
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,  
and travels around the universe with the player.  
Even after the game was completed, she was loved by everyone and continues to inspire us today,  
20 years later in the year 2022.



CHOCOLATE SHOP PRODUCED #62 2022 SUMMER



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THIS IS

## UNOFFICIAL FAN BOOK

The written content and settings are Fan Fiction  
works and may differ from the official settings.



この本は英語と日本語が併記しております。  
機械翻訳と人間翻訳が混ざっており  
誤訳や読みづらい箇所が含まれている可能性がありますが  
ご了承ください。

This book is written in English and Japanese.  
Please note that this book to be mixid machine and  
human translation, may contain mistranslations and  
difficult-to-read passages.

# すがた その造形を見て、一瞬で恋に落ちた。

I fell in love with the moment I saw her "figure".

背になびく青き星雲。

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、窮めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

誰もを魅了する壁花でありながら、

決して人間のものにはならない偶像——女神の本質。

対グノーシス用人型掃討兵器 KP-X シリアル No.0000000001。

『無い』ものを『在る』ものとするそのエフェクトは、

今も変わらず、この胸に焼き付いている。

——というか。

2002年。ゾハルが人類には早すぎた遺物であったように、彼女も  
また、我々オタクには早すぎた女神だったんだ。

おかげで20年経った今もKOS-MOSの版権物は脊髄反射で押さ  
えることに。自分の『超性能ヒロイン好き』の一因は確実に彼女にあ  
るでしょう。このメガ味。そしてこのメカ味。最高。

KOS-MOSを生み出してくれた『ゼノサーガ』と、彼女の設計に  
関わったすべてのスタッフに感謝を。あとガーターベルトをつけた  
CHOCO氏は話があるので今度V.I.P.設定させてくださいね。

Her hair, fluttering blue nebula.

Her interface, denying organism.

Her silhouette, forgetting machine body.

Far away, Close away, Imperceptible away.

Looking by ultra-precise instrumentation.

Idol fascinates everything, but never get on\_\_\_

The essence of the goddess.

KP-X, humanoid type anti-Gnosis tactical weapon, serial number  
000000001.

"nil" to "exist". I know this effect by heart.

...Probably, "she" was too early relic like "Zohar".

We're not ready yet for.

Even 20 years later, when I look at "KOS-MOS" merchandise was  
buying.

It was just a knee-jerk reaction.

What made me loves "super-performance heroines", one is she.

She has PERFECT "MEGA-MI(goddess-atmos)", and "MEKA-  
MI(robot girl-atmos)"

I am sincerely grateful that "Xenosaga" teams who give birth KOS-  
MOS.

Also, I'd like to talk about her garter belt with Mr. CHOCO.

Let me hold a V.I.P. meeting next time.

KINOKO NASU





# KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

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Illustration/CHOCO

おはよう  
KOS-MOS  
調子はどう?  
Good morning KOS-MOS, how are you doing?

2002年2月28日KOS-MOSは彼女を造ったシオンのこのセリフとともにメンテナンスベッドから目覚めました。

KOS-MOSはPS2用ゲーム「Xenosaga EPISODE 1 力への意思」に登場するプレイアブルキャラの一人で全身機械で出来たベクター社製戦闘用アンドロイドです。

2006年発売の「Xenosaga EPISODE 3 ヴァラトゥストラはかく語りき」までバージョンアップを繰り返しながら登場しますが、ストーリーが完結したあとも様々なコンテンツに出張し、2017年発売の「Xenoblade2」にもリニューアルした姿で登場しました。

そして2022年2月28日「Xenosaga EPISODE 1」発売より20年が経過し、劇中外見年齢18歳だった彼女はついに20歳になりました。

これまで様々な形で彼女を愛してくださったファンの皆様ありがとう!

この本は彼女をデザインしたCHOCOがこの作品に思い入れのあるゲスト作家の皆さんと共に彼女への思いを今の技術で振り返る記念イラスト集です。

2022年夏 麦谷興一 (CHOCO)

On February 28, 2002, KOS-MOS awoke from her maintenance bed with these words from her creator, Shion.

KOS-MOS is a playable character in the PS2 game "Xenosaga Episode 1: Der Wille zur Macht" a combat android made entirely of machines and manufactured by Vector.

After the story was completed, she continued to appear in various contents, and even appeared in a renewed form in "Xenoblade 2" released in 2017. On February 28, 2022, 20 years have passed since the release of "Xenosaga EPISODE 1," and she finally turned 20 years old, having been 18 years old in appearance.

Thank you to all the fans who have loved her in so many ways!

This book is a collection of commemorative illustrations by CHOCO, who designed her, together with guest artists who have a special attachment to this title, looking back on their feelings toward her with their current techniques.

Summer 2022  
KOICHI MUGITANI(CHOCO)

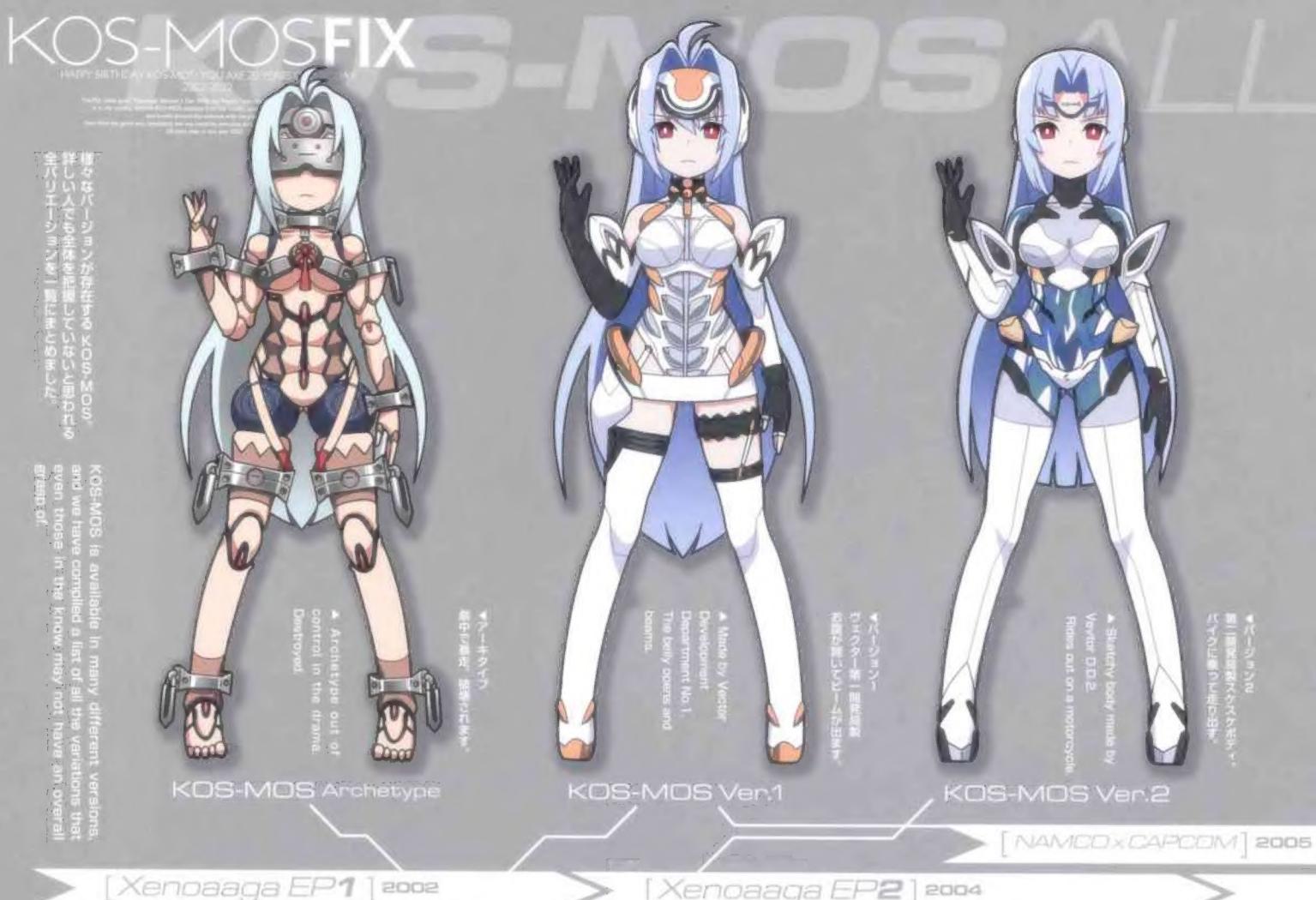


Illustration  
TERUHIKO IMAIZUMI



KOS-MOS Ver.1.1



▲ リーフルーン 1  
新規登場。新規登場

KOS-MOS Ver.4 Swimsuit



▲ リーフルーン 4 水着  
リーフルーン水着のハルカの名前  
新規登場

▲ There was also a one-piece swimsuit for the KOS-MOS Ver.2.

T-elos Swimsuit



▲ ハーフルーン 4 水着  
ハーフルーン水着の田中は田中社  
新規登場

▲ This is a special color that does not appear in the game.

ゼノサーガの初プレイから20年、KOS-MOSは全く色褪せない。 少女×メカという組み合わせは一瞬で過去のモノになるのは、 未だ自分の頭の中で一瞬で思い出かず存在。 這一ね KOS-MOS

今泉昭



▲ リーフルーン 1  
新規登場。新規登場



▲ リーフルーン 4 水着  
リーフルーン水着のハルカの名前  
新規登場

▲ There was also a one-piece swimsuit for the KOS-MOS Ver.2.



▲ ハーフルーン 4 水着  
ハーフルーン水着の田中は田中社  
新規登場

▲ This is a special color that does not appear in the game.

It has been 20 years since I first played Xenosaga 1, and KOS-MOS has not faded away. In many cases, the combination of a girl and a mecha is a thing of the past in an instant, but she is still an existence that comes to mind in an instant. KOS-MOS is great.

TERUHIKO IMAIZUMI

# CATALOGUE



▲ ビームアーマー  
少しだけカッコいい  
T-los

▲ Slightly skeletal body.  
Distracted in battle with  
T-los

▲ ビームアーマー  
少しだけカッコいい  
T-los

▲ バーチャルアーマー  
Distracted in battle with  
T-los

▲ Nommo Sims Pitcher  
T-los

KOS-MOS Ver.3

KOS-MOS Ver.4

KOS-MOS Ver.4 famista

[Xenoagaaga EP3] 2006

2005

[Famista 2011] 2011

[無限のフロンティア] 2008

[同] EXCEED] 2010

[PROJECT X ZONE] 2012

[同] 2015

[Xenoblade 2] 2017

T-los

T-los Re.

KOS-MOS Re.



▲ ビームアーマー  
少しだけカッコいい  
T-los

▲ Cutting them blads  
because they have flesh  
and blood



▲ ビームアーマー  
少しだけカッコいい  
T-los

▲ Equipped with glasses  
wearing a skirt.  
What's a blood friend of KOS  
MOS.



▲ バーチャルアーマー  
Distracted in battle with  
T-los

▲ Redesigned by Kunihiko  
Tainawa. What's a good friend  
of T-los!



# KOS-MOS **FIX**

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

The PS2 video game "Xenogears Episode I: Der Wille zur Macht" was released on February 28, 2001. It is the first full Android KOS-PRO3 awakening from her cradle, converts into various bodies, and travels around the universe with the player. Even when the game was completed, she was loved by everyone and continues to inspire us today.

KOS-MOS is a curse.  
KOS-MOSは呪いである。

KOS-MOS Ver.1

できるだけ設定は当時のものに従いつつ、現在のタッチで描いてみました。体型の違いはCHOCOの性癖の変化だと思います。體の金色バースの形状などが違いますが、正確に骨のデザインをなぞろうとしても立体形状がうまく人体に沿わないので仕方なく変更しました。股関節の移動に干渉するので、もうちょっと考えて配置しなさいと叱りたいです。

左上側の通り分けは最早何を根拠にこうなったのかわかりませんが、今となってはそういう設定画だったからと、なぞるばかりません。

ただ当時からアイコンとなるバーフをいくつか配置して残したので、今描き直してもちゃんと彼女になりますね。と当時の自分に語ってあげたい。

The difference in body shape is due to the change in CHOCO's sexual habit. The shape of the gold parts on the waist are different, but I had no choice but to change them because the three-dimensional shape does not fit the human body well even if I tried to follow the old design exactly. I would like to scold them to think a little more about the placement of the parts because they interfere with the operation of the hip joints.

Even if you look at the same part of Ver. I that has been sculpted into a figure, you can see that it was difficult to process. I don't know what was the basis for painting the left upper arm but now I have no choice but to trace it back to the original drawing.

However, I placed and left some iconic parts from that time, so even if I redraw her now, she will still look like her. I would like to say to myself at that time, "I am not a good artist, but I am a good person."

# 2002 to 2022

2002年当時は新しくデザインを生み出すことに必死で、それが当時なりに全力を出し切った結果であります。

もうとっくに作品は終わっているはずなのに、やはりまだまだやれることが合ったのでは？という心残りがあり、完璧な彼女を求めて20年たった今でも書き直し続けてしまうという呪いに縛られているのです。

In 2002, I was desperate to create a new design, and this was the result of my best efforts in my own way at the time. Although the production should have been finished by now, I still felt that there was more I could have done. I am still bound by the curse that I continue to rewrite her even after 20 years in search of her to be perfect.

一番最初に描かれた KOS-MOS Ver.1 コンセプトイラスト。

(1998年 CHOCO 作画)

時を遡れます。KOS-MOS をデザインしたのは誰か？

最初にゲーム全体のメインキャラクターデザイナーである田中久仁彦さんが顔とヘッドギアのデザインを描き、途中からバトンタッチされてメカデザイン担当だった CHOCO が体部分をデザインしました。

最終的な顔や設定画は田中さんが描かれるのを前提にしているのでラフな画しかなく、この絵と決定版とでは色やディテールが少々違います。

The very first KOS-MOS Ver.1 concept illustration:

(drawn by CHOCO in 1998)

Sometimes asked: who designed KOS-MOS?

First, Kunihiko Tanaka, the main character designer for the entire game, drew the face and headgear design, and then CHOCO, who was in charge of mechanical design, took over the baton and designed the body parts. The final face and setting drawings were based on the assumption that Mr. Tanaka would draw them, so there were only rough drawings, and the colors and details were slightly different between this drawings and the final draft.





KOS-MOS is grotesque.  
KOS-MOS はグロテスクである。

KOS-MOS アーキタイプ (2022) Illustration/CHOCO

ハンスベルメールの球体人形がモチーフのアーキタイプは、そのモチーフと同じく無垢さと邪悪さを持ち、劇中では後塵を起こします。人間ではない、怪物の形のアーチタイプは、物語の進行を刺激し、隠された欲望を開放してもよい对象として機能してしまう。

The archetype is based on Hans Bellmer's spherical doll. She is as innocent and evil as her motif and is a scourge in the play. While in human form, it is not human. Because of her naked girl figure and her brutality, she stimulates the viewer's aggravation and serves as an object to which hidden desires may be unleashed. Therefore, KOS-MOS is grotesque.



**KOS-MOS FIX**

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022



# KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

The 20th anniversary album "Kos-Mos 20: The White Star Music" was released on February 28, 2022.  
The album features 15 tracks, including 10 new tracks and 5 remastered tracks from the original album.  
The album was produced by KOS-MOS and remastered by the original composer, Yoko Shimomura.  
The album is available on various digital platforms and limited edition vinyl.



KOS-MOS is a challenge.

KOS-MOS は挑戦である。

(The guy who just said "MOKKOS" Step outside.  
You. Yes, you. You just said that, didn't you.  
Do you think my face has aged, or that my  
way I looked before? You do.)



The guy who just said

いま、モッコスって言ったヤツ、表へ出なさい

"MOKKOS"

Step outside.....

# KOS-MOS FIX

THE DAY YOU HAVE BEEN WAITING FOR HAS FINALLY ARRIVED.



KOS-MOS はボルノである

KOS-MOS はボルノである



# KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!

2002-2022

The PC video game "Kingdom Hearts: Chain of Memories" was released on February 26, 2002. In it, the player uses the X-Blade to move from one world to another, interacting with various characters throughout the game. From other video games, the player is forced to choose a hero.

## Ver.X "VISION"



結局 KOS MOS が残してくれたものは何だったのかといふ

ロボットにレース? 在庫まで見えててしまう透明ボディ! えらい! これがなく下

#### ◎問題を解くために必要な知識の範囲

例題を挙げれば、川村義人先生の「名士の個性された手元」

卷之三十一

2000 KOS-MOS 14時40分

それがまた KOS-MOS を魅了した。『KOS-MOS Ver X VISION』

After all, what did R&S-MOS leave us with?

A race to the robot? Invisible bodies that allow us to **run up to the spine?**

It's not just about those phenomena.

A foundation for expression that does not care about ethics

A Model with an open limiter that can depict our desires

A field where you can challenge anything.  
In other words, KOS MOE is more than

In other words, KUS-MUS is paradise.

I drew KOS-MOS in such a field.\* KOS-MOS Ver.X VISION

KOSMOS は 楽園 である。



# KOS-MOS Ver. 4wx

Antioxidant coated Body Plan for Underwater Combat

[View Description >](#)



CG-MOS FIX



# KOS-MOS FIX

HAI

KOS-MOS Ver.4 Model:L-1



KOS-MOS Ver.4 Model:R-1



ACK FICK Ver.4 Model BN

MINICRAFT MUSICA / ニーカー毛絨開

Model BN Model BN Model BN Model BN

ACK FICK Ver.4 Model BN

MINICRAFT MUSICA / ニーカー毛絨開

Model BN Model BN Model BN Model BN



ACK FICK Ver.4 Model BN  
MINICRAFT MUSICA / ニーカー毛絨開  
Model BN Model BN Model BN Model BN

This revolutionary experience plus your  
admission are something that could be  
missed out. Moreover, and with Mental  
security like the human option of life.  
The best decision is a personal one and  
depends only on your own motivation.

**KOS-MOS IX**

ACK FICK Ver.4 Model BN



ACK FICK Ver.4 Model BN  
MINICRAFT MUSICA / ニーカー毛絨開

Model BN Model BN Model BN Model BN

# KOS-MOS FIX

KOS-MOS Ver.2 Model:CN

Ver.3 局地隠密作戦用チャイナドレス装備

China dress equipment for local covert operations



# KOS-MOS FIX

THE STRATEGIC SYSTEM OF KOS-MOS

Ver. 4.1



左右に從えているユニットは追加武装ではなく「KOS-MOS が人型である必要がない」という思想に基づいた自律式の「非人型 KOS-MOS」です。

そもそも KOS-MOS は戦略体系の名称であり、この彼女達も 3 人揃うことで広域戦術攻撃 ラインの乙女 を発動することが可能になります。

出力の増大化に伴い、各部コンディクタと放熱用ファンが大型化されています。

The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or Maidens of the Rhine. The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.



(2022) Illustration/CHOCO

KOS-MOS



# KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY

2002-2022

“Dai-ichi no Shima” was released on February 28, 2002.  
The game was developed by KOS-MOS and published by SEGA.  
The game features a unique 3D perspective that converts into various angles.  
The game is a survival horror game that challenges the player.  
Even after the game was completed, the game will be enjoyed and continue to inspire us today.  
20 years have passed in the year 2022.

K

X

T



KOS-MOS 生誕 20 周年おめでとうございます！  
参加させていたたける機会を下さった御父様へ  
感謝を…。  
今お心に刻まれているシーンを描きました。  
これからもずっと KOS-MOS を描き続けていき  
たいですね。

Congratulations on the 20th anniversary of KOS-MOS!  
Thank you CHOCO for giving me the  
opportunity to participate!  
I drew a scene that is still engraved in my mind.  
I hope to continue drawing KOS-MOS for a  
long time to come.

M

ねぐれすこ  
N E G R E S C O

# KOS-MOSFIX

## ILLUSTRATION / RA

非常荣幸能参与到这次的 KOS-MOSFIX！

老实说当得到老师的邀请时我十分的惶恐。

毕竟从 Xenogears 到 XenoSaga 以及 Xenoblade 我都是忠实的玩家。

高桥伸也老师的世界观给了我很大的冲击。

CHOCO 老师的 T-elos 以及其他超越时代的设计都让我非常惊艳。

特别是半二的我第一次看到 T-elos 出现，那外貌真强大。

美丽以及高贵的气场给我留下了深刻的印象！

希望老师能一直在业界活跃下去，我一直都非常喜欢老师的作画。

(这次画的 T-elos 特地采用 X 的构图，也是应和“Xeno”的意象，是我的一点私心。)

この度は KOS-MOSFIX に参加させていただき、とても光栄です！

CHOCO 先生のお説を頂けるなんて正直恐縮です。

Xenogears から、Xenosaga、Xenoblade まで全部プレイしました。本当に高橋監督の大ファンでずっと崇拝していました。

CHOCO 先生の T-elos やその他の時代を超越したデザインなどでも結構驚かしく、別、私たちは T-elos の外見のスペシャリストでありますから、それで結構はまつぱくお見せしました。

私も先日タトゥーをして、タトゥーのデザインを心よりお見せ頂きました。

お腹の左側のタトゥー下段、Xeno のタトゥーがタトゥーであります。そのタトゥーを心よりお見せ頂きました。

私のこだわりです！)

It was a great honor to be a part of this KOS-MOSFIX!

To be honest, I was terrified when I got the invitation from CHOCO.

After all, I've been a loyal gamer from Xenogears to XenoSaga and Xenoblade.

Takahashi's grand worldview gave me a huge impact.

CHOCO's T-elos and other designs that transcended the times were amazing to me.

In particular, the first time I met T-elos in sophomore, that both powerful, beautiful and noble aura to me.

I was impressed by the powerful, beautiful and noble aura of T-elos!

I hope that you will continue to be active in the industry. I always like your work very much.

(This painting of T-elos specifically uses the X composition, also in line with the imagery of "Xeno", is a bit of my personal feelings.)





# KOS-MOS FIX

[ KOS-MOS Ver.00EX (ゼロGゼロ気圧対応型コスモス) ]

H

□

S

M

□

S

Ver.

宇宙運用を想定して改良された0G・0気圧対応型 KOS-MOS

機体の各部に数基の姿勢制御用ハニカムスラスター・背部にはインサーシャルカウンターとメイン推進モータを装備

・格のマニピュレータードローンを従えて無重力下で自在に活動する事が可能

A zero-g, zero-atmospheric-compatible KOS-MOS improved for space operations.

She is equipped with several vernier thrusters for attitude control in each part of the fuselage, and an inertial counter and main propulsion motor in the back.

She can operate freely in zero gravity with two manipulator drones

□

□

KOS-MOS誕生 20 周年おめでとうございます

もうそんなに軒つのですね

発表当初デザインを見て直感を抜かれたのを今でも鮮明に覚えています

まさに「とんでもない才」の時代に生まれちましたね。というやうで

さて、この船なんですか最初は原作りなハクトと思って描いていたのですが、外装強化パーツを追加したあたりからあれよあれよとアサイン全然違う按配になってしまった…反省

これからも KOS-MOS が輝き続りますように！

E

H

Congratulations on the 20th anniversary of KOS-MOS.

It has already been that long.

I still vividly remember being astonished when I saw the design when it was first announced.

It was exactly the kind of thing that says, "I was born in the same era as an extraordinary person."

I drew this picture at first thinking that it was a respect for the original work.

However, when I added the exterior reinforcement parts, the design became completely different from the original... I regret that.

May KOS-MOS continue to shine!

Design/Illustration

Ni





# KOS-MOS FIX

THE 20TH ANNIVERSARY OF THE KOS-MOS

20th  
ANNIVERSARY

illustration/ 井 一 郎  
MASAICHIRO USUI



KOS-MOS**FIX**

KOS-MOS  
Design / Illustration /

KOS-MOS Ver.4S

S-a-t-o-m

# KOS-MOS

ANTI-GNOSIS STRATEGICAL MULTIPLE OPERATION SYSTEMS COMPETITION. HYAMS HEAVY INDUSTRIES

連邦政府による対ゲノーシス戦略的多目的制御体系コンペティションに  
ハイアムズ重工業から提出されたプラン「KOS-MOS Ver.I(ai) Model:KP-H」  
Design/illustration 石垣純哉

This is the plan "KOS MOS Ver.I(ai) Model:KP-H" presented by Hyams Heavy Industries for the Federal Government's Anti-Gnosis Strategical Multiple Operation Systems Competition.

Design/illustration by Junya Ishigaki



# Model:KP-H



KOS-MOS FIX

VER. I  
(áí)



MADE BY  
HYAMS HEAVY INDUSTRIES  
DESIGNED BY  
JUNYA ISHIGAKI



# KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY

03/03/2022



# KOSMOS

Ver. AV  
[Agastya]



Fujimoto Hideaki a.k.a. Shuhan

Design / Illustration  
藤本秀明 a.k.a. しゅはん  
Fujimoto Hideaki a.k.a. Shuhan

# KOS-MOS FIX

2002.2.21

The PC game "Kos-Mos" was released on February 21, 2002.  
© 2002 Vector Development Dept. 1

KOS-MOS  
宇宙少女





Tsu - five



**KOS-MOSFIX**  
HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD! TONIGHT  
20.07.2022

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KOS-MOS FIX



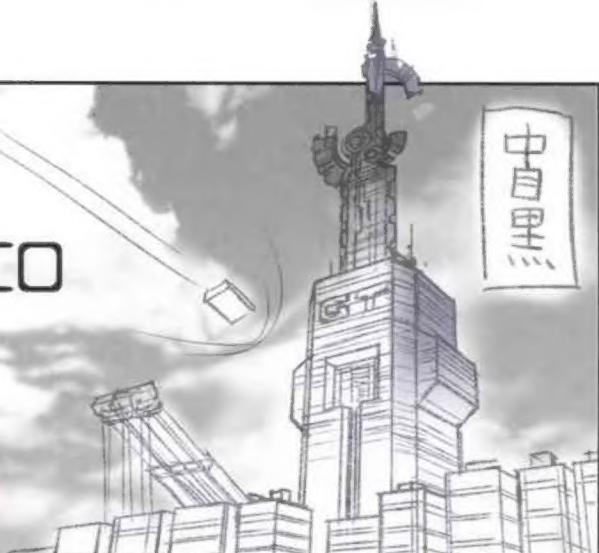
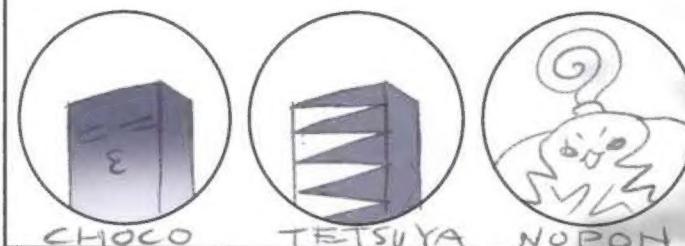


Illustration  
TAKASHI TAKEUCHI  
武 内 崇

# 高橋哲哉 はかに語りき

ALSO SPRACH TETSUYA TAKAHASHI

漫画  
CHOCO



中  
自  
里

Monolith Soft's huge castle in Nakameguro



CHOCO: Congrats on releasing "Xenoblade 3"!  
TETSUYA: Thanks!

T: Oh, if you are hungry, why not have box lunch?  
C: No, thanks.

C: The meantime, it has been 20 years "Xenosaga Episode I: Der Wille zur Macht" the first Monolith Soft game released...

T: "Xenosaga" released 20 years ago.  
Having said that, we used to work together in SQUARE (before merger).  
So... I met you quarter century ago.  
Doesn't time fly?



C: Still remember for order "KOS-MOS" anticipate?  
Tell me for settings, reason for selected me.

T: Before I selected you, call for idea inside and outside.  
After I got a lot of ideas, I couldn't convince it.  
All of ideas light-fingered what I need for persuasive reason that overall, details, settings, but I couldn't.  
After I search who can do it... I selected you.  
I knew that you have other robots design, BUT  
nevertheless, I needed you. lol

C: That reminds me, you said I just remembered that you told me "The Robot Girl Wears bondage dress".

That story involved this?

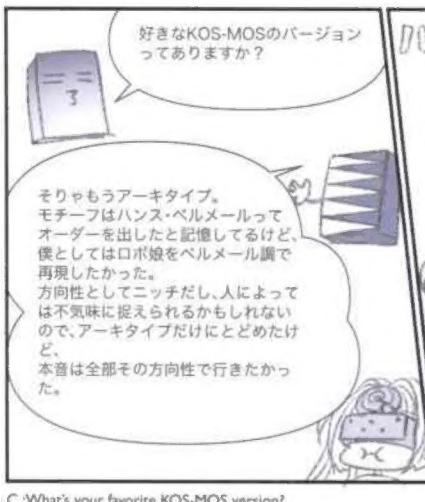
It was including your proclivity that I thought.

T: First, I thought it will stick to my guns.  
But a one day, I've changed for "Focus on the market" and leaving my belief.  
For this reason, I shared my favorite sexy actress photo with you.  
Get results, convincing design better than my belief.  
That became a precious experience to me.

C: Well... did it designs are your expected or not intended?  
Or was it different from what you imagined, but OK? Was it actually a little different from what you thought it would be?

T: Got the first draft, I felt "Hard work always pays off".  
Can't go wrong with that.  
Actually, wanted to get "Archetype (follow later)". However, I decided focus on the market, I adopted.  
At that time, I've nothing left to say except great abdominal muscles... felt a sense of utter defeat ic. lol

C: (Oh, I didn't know that...)



C: What's your favorite KOS-MOS version?

T: "Archetype" is.

I wanted like in the style of Bellmer.

So, I ordered the motif will be Hans Bellmer.

Really, I hoping to all version like this, but this motif was niche, and someone feel creepy.

Afraid of this, narrow down only the "Archetype".

#### About Hans Bellmer

German artist and doll maker

(Hans Bellmer 1902 - 1975)

He also made spherical dolls, but his style is a bit grotesque, and I think people who know him have a fetish for them.

He is not a Vermeer.

T: Ver.2 was challenge. (Reference to "Mockos")

Ver.3 was softening the resistance, refine on market.

Thanks to it, Ver.3 were most stylish one.

Ver.4 was most famous one, but far from KOS-MOS original spirit.

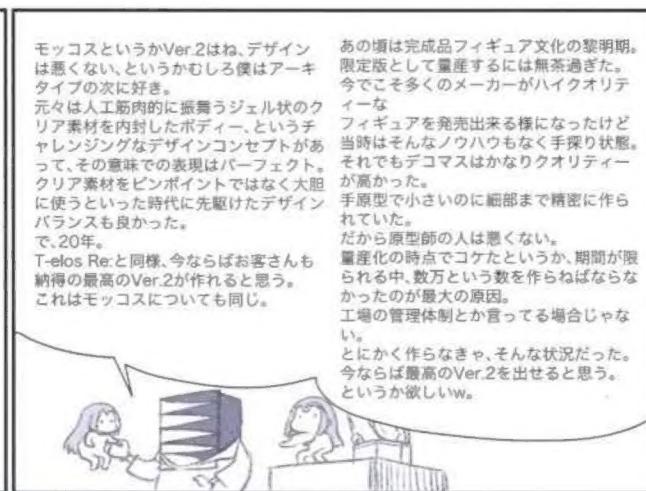
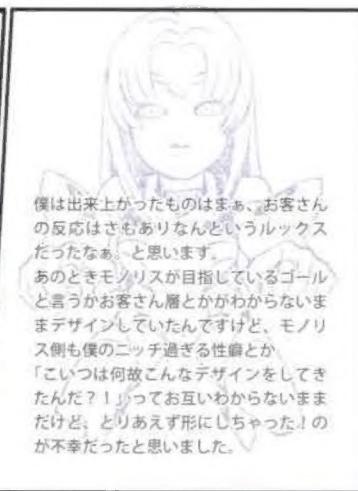
The design by teams was not bad, rather include advanced factors.

After all, this is meaning of "KOS-MOS".

because It's body of Maria's soul, not good at too close human-like.

Body are body. Should not more.

Don't be deluded by appearances. Still the same today.



C: TBH, I couldn't tell you until today.

Is anything you want to say about Ver.2 called evil goddes "Mokkos"?

I(CHOCO) think...It was expected results.

I designed that without really understanding for Monolith goals, customers at the time.

Also, Monolith can't understand "Why CHOCO made this design?", we grow apart.

Due to failure cause are make for now".

C: I(CHOCO) think...It was expected results.

I designed that without really understanding for Monolith goals, customers at the time.

Also, Monolith can't understand "Why CHOCO made this design?", we grow apart.

Due to failure cause are make for now".

T: Ver.2 "Mockos", the design is not bad, rather I like next to "Archetype".

Ver.2 concepts are challenging design is. There's body made of clear-gel, movement like an artificial muscle.

Considering this, It's perfect.

Your great design sense predicts the future for clear material to be used extensively as mainly, not pinpointing.

Since then, 20 years.

Now I think I can make the best of best Ver.2 like "T-elos Re".

The same for "Mokkos".

It was too hard to make any complete painted figure.

Against that background, limited editions are

reckless plan.

Nowadays, many manufacturers can release high quality figures.

But at the time, they didn't have any knowledge.

Even so, the Coloring samples quality is high. Regardless of prototype made by hands, details are precise.

So, sculptor didn't nothing wrong.

The causes are mass-production within a time limit, must make tens of thousands of pieces.

Don't have any talk about management system.

Now I can make the best Ver.2.

In a sense, I want lol



C: She appeared on various games, renewed and reappeared in "Xenoblade 2".

I(CHOCO) think it was invention for "The robot girl as weapon combined a girly costume with lace".

Nowadays, these factor treated as a standard for "RoboMusume".

As the creator of original "RoboMusume", where I want to give birth to not only "KOS-MOS" and "T-elos", but also "more various".

T: If you have a next, At strong style with you! lol

Recently, mainly communication through with work sites.

There is good for training the next generation on Monolith Soft, but personally want to "direct confrontation".

I believe like that the products're get to someone's heart.

C: Thank you so much!

END



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038

I M P R I N T

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